Goal: AI to play Chrome Dino

Need:

Defs for jump, duck

CNN:

* Input layer of length of vector corresponding to number of pixels in flattened processed input image
* Hidden layers (?)
* Two output neurons corresponding to jump or duck

Training data:

* Processed (downsized, cut) images of the game labelled with a vector (x, y) where x is 1 for jump, 1 for duck
* Gather from me playing, or Shantel playing, or someone, with errors cut out.
  + Gather all images from one playthrough
  + As playing, record processed image along with its label (label is player input at that instant)
  + After losing, stop recording and cut last five seconds of images

Program:

* Launch chromedriver
* Start game
* Record image and process
* Applies CNN model to current image (game state)
* Simple conditional statement to decide input based on CNN output (jump or duck?)
* Stops at game end and returns score.